

Version 2: 2E/SF

Name: _____ Counter: _____



Gaim Tracha Troop Transport

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 425
Ramming Factor: 210
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Scattergun
Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

Packet Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes
after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-3: Scattergun
4-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Retro Thrust
4-7: Port/Stb Thrust
8-10: Main Thrust
11-12: Packet Torpedo
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-3: Scattergun
4-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Struct
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

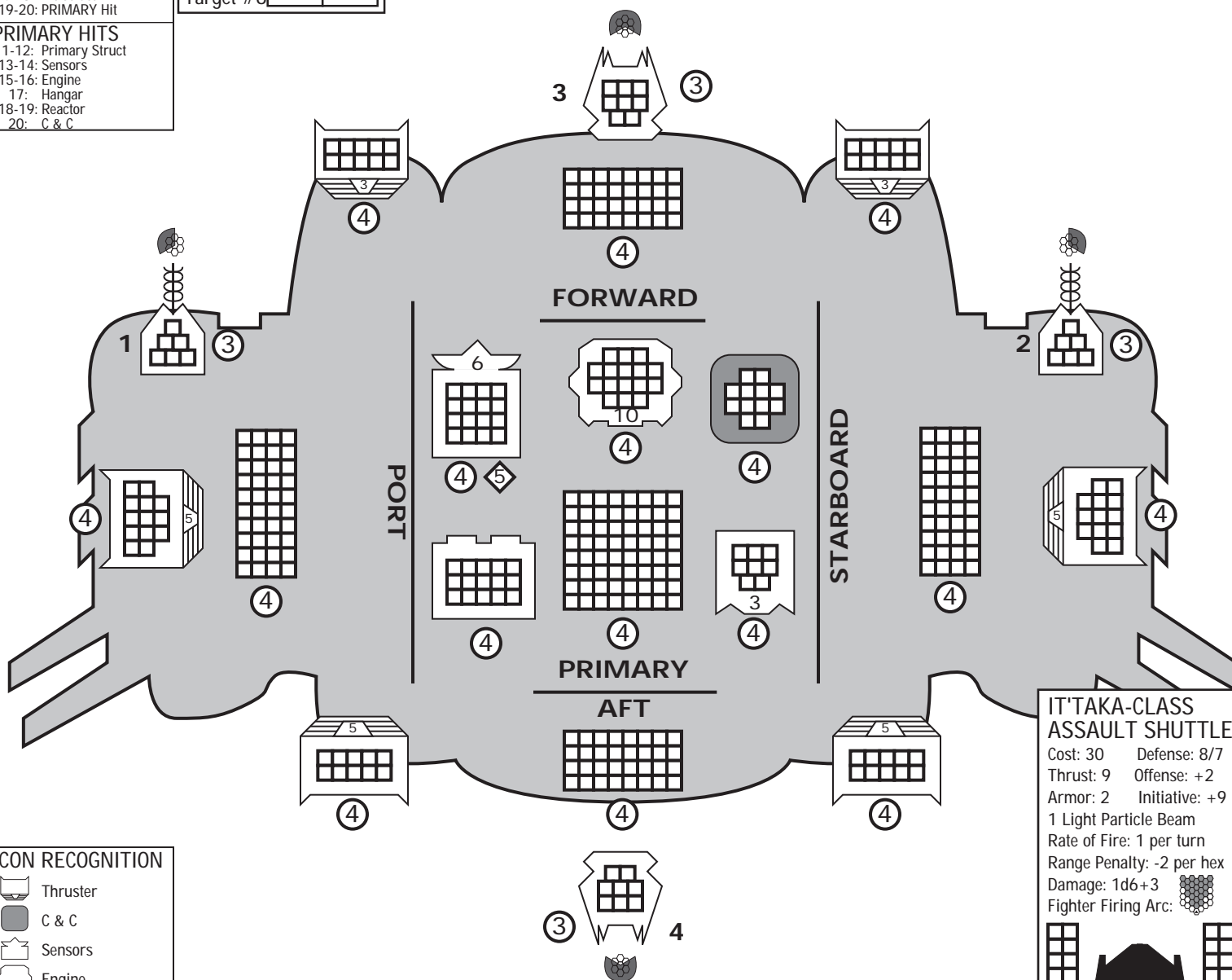
Target #6

HANGAR

6 Assault Shuttles

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Packet Torpedo
- Scattergun

IT'TAKA-CLASS ASSAULT SHUTTLE

Cost: 30 Defense: 8/7
Thrust: 9 Offense: +2
Armor: 2 Initiative: +9
1 Light Particle Beam
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+3
Fighter Firing Arc:

